Impact Fee Committee Meeting #3 August 14, 2014 Council Chambers MINUTES

Committee members in attendance:

Councilor Allen Bennett, Councilor Mark Coen, Mayor Pro Tem Dan St. Hilaire, Councilor Fred Keach

Committee members absent:

Councilor Rob Werner

Others:

Mayor Jim Bouley

Staff:

Carlos Baía, Steve Henninger, Nancy Larson

Meeting was called to order at 4:35 p.m.

Approval of the June 12, 2014 Minutes

Mayor Pro Tem St. Hilaire moved approval. Councilor Bennett seconded. Motion carried unanimously.

Draft Committee Report

Mr. Baía began by clarifying that the fee amounts in the proposed ordinances attached to the draft report included the increases recommended by the Planning Board from February of this year. Those proposed increases had been tabled by the Council pending review by this committee. Mr. Baía wanted to ensure that the committee was cognizant of that fact.

The consensus of the committee was that the recommended increases were acceptable, particularly in light of the fact that the committee's recommendations would result in changes that would eliminate the school impact fee and alter the methodology used to date for collection of other impact fees resulting in a less onerous burden on Concord property owners.

Mr. Baía summarized the points in the draft report. Mayor Bouley inquired if the City had advised the School District of the proposed elimination of the school impact fee. Mr. Baía stated that he would contact Jack Dunn, Business Administrator for the District, to apprise him.

The committee discussed the potential impacts of the remaining sections of the report and inquired as to when the proposed changes would be before City Council. Mr. Baía indicated that he would look to place them on the September Council agenda to be set for an October public hearing.

Mayor Pro Tem St. Hilaire moved to accept the committee report and send it to City Council. Councilor Bennett seconded the motion. Motion carried unanimously.

Meeting adjourned at 5:25 p.m.

Respectfully submitted, Carlos P. Baía